

WHAT IS CLAIMED IS:

- 1 1. A method of facilitating game play at a game controller, comprising:
2 receiving from a player a fee to play a game of skill;
3 receiving a player input parameter from a remote player device via a
4 communication network;
5 determining a game result based on the player input parameter and the
6 game of skill, wherein the game of skill inhibits performance of an automated
7 game playing device by determining the game result in part based on a value that is
8 not transmitted to the remote player device; and
9 providing a prize to the player based on the game result.
- 1 2. The method of claim 1, wherein the remote player device comprises at
2 least one of: (i) a personal computer, (ii) a portable computing device, (iii) a
3 personal digital assistant, (iv) a telephone, (v) a wireless telephone, (vi) a game
4 terminal, (vii) an interactive television device, and (viii) a kiosk.
- 1 3. The method of claim 1, wherein the communication network comprises
2 at least one of: (i) the Internet, (ii) a public network, (iii) a public switched
3 telephone network, (iv) a proprietary network, (v) a cable television network, (vi) a
4 wireless network, and (vii) a local area network.
- 1 4. The method of claim 1, wherein the fee is received from the player via a
2 payment identifier.

1 5. The method of claim 4, wherein the payment identifier is associated
2 with at least one of: (i) a credit card account, (ii) a debit card account, (iii) a bank
3 account, and (iv) a digital payment protocol.

1 6. The method of claim 1, wherein the prize comprises payment of at least
2 one of: (i) a monetary amount, and (ii) an alternate currency.

1 7. The method of claim 1, wherein the game of skill comprises a game
2 associated with a physics simulation, and the value comprises a randomly
3 generated value associated with the physics simulation.

1 8. The method of claim 7, wherein the player input parameter and the
2 randomly generated value are input into the physics simulation to determine the
3 game result.

1 9. The method of claim 8, wherein the physics simulation comprises at
2 least one of:

- 3 a golf simulation;
- 4 a golf putting simulation;
- 5 an archery simulation;
- 6 a moving water simulation;
- 7 a racing simulation;
- 8 a fishing simulation;
- 9 a baseball simulation;

10 a basketball simulation;
11 a football simulation;
12 a soccer simulation;
13 a hockey simulation;
14 a bowling simulation;
15 a billiards simulation;
16 a throwing simulation;
17 a ring-toss simulation;
18 a shooting simulation; and
19 a space simulation.

1 10. A game controller, comprising:

2 a processor; and

3 a storage device in communication with said processor and storing
4 instructions adapted to be executed by said processor to:

5 receive from a player a fee to play a game of skill;

6 receive a player input parameter from a remote player device via a
7 communication network;

8 determine a game result based on the player input parameter and the
9 game of skill, wherein the game of skill inhibits performance of an
10 automated game playing device by determining the game result in part
11 based on a value that is not transmitted to the remote player device; and

12 provide a prize to the player based on the game result.

1 11. The game controller of claim 10, wherein said storage device further
2 stores at least one of: (i) a player database, (ii) a game play database, and (iii) a
3 game database.

1 12. The game controller of claim 10, further comprising:
2 a communication device coupled to said processor and adapted to
3 communicate with at least one of: (i) a player device, and (ii) a payment device.

1 13. A medium storing instructions adapted to be executed by a processor to
2 perform a method of facilitating game play at a game controller, said method
3 comprising:

4 receiving from a player a fee to play a game of skill;

5 receiving a player input parameter from a remote player device via a
6 communication network;

7 determining a game result based on the player input parameter and the
8 game of skill, wherein the game of skill inhibits performance of an automated
9 game playing device by determining the game result in part based on a value that is
10 not transmitted to the remote player device; and

11 providing a prize to the player based on the game result.

1 14. A computer-implemented method of facilitating game play at a game
2 controller, comprising:

3 receiving from a player a fee to play a game of skill associated with a
4 physics simulation;

